

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions and listings of claims in the application:

Listing of claims:

Claims 1 to 38 (cancelled)

Claim 39. (new) A method of encapsulating an electronic-game outcome into a single variable-size data structure, the method comprising the steps of:

- establishing a primary outcome;
- evaluating if the primary outcome comprises either or not a trigger for the continuation of the play of the electronic-game primary outcome into additional plays yielding secondary outcomes;
- establishing a variable number of secondary outcomes based on the trigger evaluation, thereby generating a number of at least one secondary outcome to be played subsequently to the primary outcome if the trigger evaluation is positive, while generating zero secondary outcome if the trigger evaluation is negative; and
- encapsulating data representative of the play of the primary outcome and data representative of the play of the secondary outcomes into the single variable-size data structure having a predetermined outcome combining the primary outcome and the secondary outcomes.

Claim 40. (new) The method of claim 39, wherein outcomes are generated according to a pay schedule, and wherein all outcomes to be generated according to said pay schedule are generated prior to their distribution.

Claim 41. (new) The method of claim 39, wherein the variable-size data structure further comprises data representative of at least one of a) an animation, of a sound, b) a graphic, c) a set of symbols, and d) a representation of a play to be provided.

Claim 42. (new) The method of claim 39, further comprising associating a first value with the first outcome, and a secondary value with each of the secondary outcome,

wherein the outcome value of the electronic-game outcome is the sum of the primary outcome value and the secondary-outcome values.

Claim 43. (new) The method of claim 39, comprising associating the primary outcome with a first play sequence of providing the game outcome, and associating each secondary outcome with a subsequent play sequence provided subsequently to providing the first play sequence.

Claim 44. (new) A method of playing an electronic game comprising the steps of:

- on a gaming terminal, receiving from a player a play request for play of an electronic game;
- receiving from a server an encapsulated variable-size data structure in response to said play request;
- analysing the content of the encapsulated variable-size data structure, therefore identifying data representative of the play of the primary outcome, and if present data representative of the play of the secondary outcomes,
- providing a play sequence in correlation with the data representative of the play of the primary outcome and a primary outcome value; and
- if data representative of the play secondary outcome is present, providing a subsequent game sequence for each secondary outcome each providing a secondary outcome value; and
- providing the sum of primary and secondary outcome values to the player, the primary and secondary outcome values summing up to the outcome value.

Claim 45. (new) The method of claim 44, further comprising the step of modifying the game representation between the representation of the primary outcome and the representation of the secondary outcomes.

Claim 46. (new) A method of providing an electronic game to a player comprising the steps of:

- on a gaming terminal,

- receiving from the player a play request for play of an electronic game; and
- communicating the play request to a server;
- on the server,
 - determining a primary outcome to provide in response to the play request,
 - evaluating the primary outcome against a trigger condition to establish a number of secondary outcomes to append to the primary outcome, wherein the number may be zero, or more;
 - for each one of the number of secondary outcomes to append, determining a secondary outcome;
 - encapsulating the data representative to the play of the determined primary outcome and of the number of determined secondary outcomes in a single variable-size data structure; and
 - communicating the encapsulated variable-size data structure to the gaming terminal;
- on the gaming terminal,
 - receiving from the server the encapsulated variable-size data structure in response to said play request;
 - analysing the content of the encapsulated variable-size data structure to establish the number of outcomes to provide to the player,
 - providing a play sequence in which the primary outcome and the secondary outcomes are provided in sequence;
 - providing the sum of primary and secondary outcome values to the player.